

[CF Elite Tracker](https://cfelitetracker.vercel.app)

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Unique solved — elshiko

Links: [problem \(problemset\)](#), [Tutorial](#), [submission \(first AC\)](#).

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 1,040

1.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,730 global accepts · Rating: 800 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[elshiko's solution](#)

2.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: math
[elshiko's solution](#)

3.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: math
[elshiko's solution](#)

4.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2018-11-13 · GNU C++11 (first AC) · Tags: math
[elshiko's solution](#)

5.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: implementation, math
[elshiko's solution](#)

6.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,597 global accepts · Rating: 800 · first AC: 2017-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[elshiko's solution](#)

7.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation
[elshiko's solution](#)

8.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,295 global accepts · Rating: 800 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: implementation
[elshiko's solution](#)

9.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, implementation, sortings
[elshiko's solution](#)

10.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, math
[elshiko's solution](#)

11.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,032 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[elshiko's solution](#)

12.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation
[elshiko's solution](#)

13.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,170 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math
[elshiko's solution](#)

14.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[elshiko's solution](#)

15.

676A

[Nicholas and Permutation](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[elshiko's solution](#)

16.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,202 global accepts · Rating: 800 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: math
[elshiko's solution](#)

17.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,763 global accepts · Rating: 800 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: implementation
[elshiko's solution](#)

18.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[elshiko's solution](#)

19.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,971 global accepts · Rating: 800 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: implementation, math
[elshiko's solution](#)

20.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[elshiko's solution](#)

21.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,259 global accepts · Rating: 800 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[elshiko's solution](#)

22.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,532 global accepts · Rating: 800 · first AC: 2015-05-18 · GNU C++11 (first AC) · Tags: implementation, math
[elshiko's solution](#)

23.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: implementation
[elshiko's solution](#)

24.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,555 global accepts · Rating: 800 · first AC: 2015-03-23 · GNU C++11 (first AC) · Tags: implementation, strings
[elshiko's solution](#)

25.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,951 global accepts · Rating: 800 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: implementation
[elshiko's solution](#)

26.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2015-02-23 · GNU C++0x (first AC) · Tags: brute force, implementation
[elshiko's solution](#)

27.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: constructive algorithms, math
[elshiko's solution](#)

28.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,032 global accepts · Rating: 800 · first AC: 2015-02-04 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings
[elshiko's solution](#)

29.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,573 global accepts · Rating: 800 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: implementation
[elshiko's solution](#)

30.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,172 global accepts · Rating: 800 · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: implementation, math
[elshiko's solution](#)

31.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,224 global accepts · Rating: 800 · first AC: 2014-10-27 · GNU C++0x (first AC) · Tags: greedy, implementation
[elshiko's solution](#)

32.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,973 global accepts · Rating: 800 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

33.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,784 global accepts · Rating: 800 · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: math, number theory

[elshiko's solution](#)

34.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,085 global accepts · Rating: 800 · first AC: 2014-09-05 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[elshiko's solution](#)

35.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2014-09-04 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

36.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2014-09-03 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

37.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,398 global accepts · Rating: 800 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: implementation, math

[elshiko's solution](#)

38.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 800 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

39.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: brute force

[elshiko's solution](#)

40.

233A

[Perfect Permutation](#) · [Tutorial](#)

Quality: 49,155 global accepts · Rating: 800 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: implementation, math

[elshiko's solution](#)

41.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

42.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,447 global accepts · Rating: 800 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: implementation, math

[elshiko's solution](#)

43.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

44.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2014-08-14 · GNU C++0x (first AC) · Tags: implementation, strings

[elshiko's solution](#)

45.

59A

[Word](#) · [Tutorial](#)

Quality: 227,992 global accepts · Rating: 800 · first AC: 2014-08-14 · GNU C++0x (first AC) · Tags: implementation, strings

[elshiko's solution](#)

46.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

47.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,925 global accepts · Rating: 800 · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: brute force

[elshiko's solution](#)

48.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: brute force, implementation

[elshiko's solution](#)

49.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

50.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

51.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,513 global accepts · Rating: 800 · first AC: 2014-05-15 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[elshiko's solution](#)

52.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2014-05-13 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

53.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

54.

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,885 global accepts · Rating: 800 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[elshiko's solution](#)

55.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,230 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

56.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,495 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: implementation, strings

[elshiko's solution](#)

57.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,364 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

58.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,079 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

59.

268A

[Games](#) · [Tutorial](#)

Quality: 104,229 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: brute force

[elshiko's solution](#)

60.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,110 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[elshiko's solution](#)

61.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,436 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

62.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,773 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: brute force

[elshiko's solution](#)

63.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,458 global accepts · Rating: 800 · first AC: 2014-03-28 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

64.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: implementation, math

[elshiko's solution](#)

65.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,841 global accepts · Rating: 800 · first AC: 2014-01-26 · GNU C++0x (first AC) · Tags: greedy, implementation, two pointers

[elshiko's solution](#)

66.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,106 global accepts · Rating: 800 · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[elshiko's solution](#)

67.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,538 global accepts · Rating: 800 · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

68.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,836 global accepts · Rating: 800 · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

69.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

70.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,627 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++0x (first AC) · Tags: implementation

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71.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,384 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

72.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,581 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

73.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,548 global accepts · Rating: 800 · first AC: 2013-12-08 · GNU C++0x (first AC) · Tags: *special, implementation

[elshiko's solution](#)

74.

112A

[Petya and Strings](#) · [Tutorial](#)

Quality: 287,314 global accepts · Rating: 800 · first AC: 2013-12-04 · GNU C++0x (first AC) · Tags: implementation, strings

[elshiko's solution](#)

75.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,053 global accepts · Rating: 800 · first AC: 2013-12-03 · GNU C++0x (first AC) · Tags: implementation, strings

[elshiko's solution](#)

76.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,419 global accepts · Rating: 800 · first AC: 2013-11-17 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation, math

[elshiko's solution](#)

77.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[elshiko's solution](#)

78.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2013-10-29 · GNU C++0x (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[elshiko's solution](#)

79.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,430 global accepts · Rating: 800 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings, strings

[elshiko's solution](#)

80.

231A

[Team](#) · [Tutorial](#)

Quality: 430,364 global accepts · Rating: 800 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: brute force, greedy

[elshiko's solution](#)

81.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,796 global accepts · Rating: 800 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: greedy, math

[elshiko's solution](#)

82.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[elshiko's solution](#)

83.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 800 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[elshiko's solution](#)

84.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, brute force, implementation

[elshiko's solution](#)

85.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,184 global accepts · Rating: 800 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: sortings

[elshiko's solution](#)

86.

155A

[I love \%username\%](#) · [Tutorial](#)

Quality: 93,678 global accepts · Rating: 800 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: brute force

[elshiko's solution](#)

87.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,798 global accepts · Rating: 800 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: implementation, math

[elshiko's solution](#)

88.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,418 global accepts · Rating: 800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[elshiko's solution](#)

89.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,380 global accepts · Rating: 800 · first AC: 2011-12-19 · GNU C++ (first AC) · Tags: strings

[elshiko's solution](#)

90.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,036 global accepts · Rating: 800 · first AC: 2011-12-19 · last AC: 2011-12-19 · GNU C++ (first AC) · Tags: brute force, math

[elshiko's solution](#)

91.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,562 global accepts · Rating: 800 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: implementation

[elshiko's solution](#)

92.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 900 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[elshiko's solution](#)

93.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[elshiko's solution](#)

94.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

95.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,845 global accepts · Rating: 900 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[elshiko's solution](#)

96.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2017-03-14 · GNU C++11 (first AC) · Tags: implementation, math

[elshiko's solution](#)

97.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[elshiko's solution](#)

98.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math

[elshiko's solution](#)

99.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[elshiko's solution](#)

100.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 900 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[elshiko's solution](#)

101.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: implementation

[elshiko's solution](#)

102.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: math

[elshiko's solution](#)

103.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,396 global accepts · Rating: 900 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: greedy

[elshiko's solution](#)

104.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

105.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,708 global accepts · Rating: 900 · first AC: 2015-10-05 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[elshiko's solution](#)

106.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[elshiko's solution](#)

107.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: implementation

[elshiko's solution](#)

108.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: math, number theory

[elshiko's solution](#)

109.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: implementation

[elshiko's solution](#)

110.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,131 global accepts · Rating: 900 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

111.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[elshiko's solution](#)

112.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2014-11-04 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

113.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

114.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,712 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

115.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,475 global accepts · Rating: 900 · first AC: 2014-09-03 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

116.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,984 global accepts · Rating: 900 · first AC: 2014-09-03 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

117.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

118.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[elshiko's solution](#)

119.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,067 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

120.

94A

[Restoring Password](#) · [Tutorial](#)

Quality: 12,268 global accepts · Rating: 900 · first AC: 2014-08-14 · GNU C++0x (first AC) · Tags: implementation, strings

[elshiko's solution](#)

121.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 900 · first AC: 2014-08-14 · GNU C++0x (first AC) · Tags: implementation, sortings, strings

[elshiko's solution](#)

122.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

123.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,136 global accepts · Rating: 900 · first AC: 2014-05-19 · GNU C++0x (first AC) · Tags: math

[elshiko's solution](#)

124.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,054 global accepts · Rating: 900 · first AC: 2014-05-19 · GNU C++0x (first AC) · Tags: implementation, number theory

[elshiko's solution](#)

125.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,188 global accepts · Rating: 900 · first AC: 2014-04-25 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

126.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: strings

[elshiko's solution](#)

127.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2014-03-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[elshiko's solution](#)

128.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 900 · first AC: 2013-12-15 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[elshiko's solution](#)

129.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,296 global accepts · Rating: 900 · first AC: 2013-12-08 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[elshiko's solution](#)

130.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-12-06 · GNU C++0x (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

131.

96A

[Football](#) · [Tutorial](#)

Quality: 193,680 global accepts · Rating: 900 · first AC: 2013-12-03 · GNU C++0x (first AC) · Tags: implementation, strings

[elshiko's solution](#)

132.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,036 global accepts · Rating: 900 · first AC: 2013-10-28 · GNU C++0x (first AC) · Tags: greedy, sortings

[elshiko's solution](#)

133.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: brute force, greedy

[elshiko's solution](#)

134.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,782 global accepts · Rating: 900 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[elshiko's solution](#)

135.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, sortings

[elshiko's solution](#)

136.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: greedy, sortings

[elshiko's solution](#)

137.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,924 global accepts · Rating: 900 · first AC: 2013-09-06 · GNU C++ (first AC) · Tags: greedy

[elshiko's solution](#)

138.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,441 global accepts · Rating: 900 · first AC: 2013-04-26 · GNU C++ (first AC) · Tags: brute force, implementation

[elshiko's solution](#)

139.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 900 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: implementation

[elshiko's solution](#)

140.

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: implementation, math

[elshiko's solution](#)

141.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: implementation

[elshiko's solution](#)

142.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,992 global accepts · Rating: 900 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[elshiko's solution](#)

143.

133A

[HQ9+ · Tutorial](#)

Quality: 125,024 global accepts · Rating: 900 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation

[elshiko's solution](#)

144.

127A

[Wasted Time · Tutorial](#)

Quality: 12,592 global accepts · Rating: 900 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: geometry

[elshiko's solution](#)

145.

1197B

[Pillars · Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

146.

56A

[Bar · Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[elshiko's solution](#)

147.

1040A

[Palindrome Dance · Tutorial](#)

Quality: 10,202 global accepts · Rating: 1000 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy

[elshiko's solution](#)

148.

798A

[Mike and palindrome · Tutorial](#)

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[elshiko's solution](#)

149.

560A

[Currency System in Geraldion · Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: implementation, sortings

[elshiko's solution](#)

150.

766B

[Mahmoud and a Triangle · Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[elshiko's solution](#)

151.

371A

[K-Periodic Array · Tutorial](#)

Quality: 6,657 global accepts · Rating: 1000 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[elshiko's solution](#)

152.

724A

[Checking the Calendar · Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[elshiko's solution](#)

153.

680B

[Bear and Finding Criminals · Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[elshiko's solution](#)

154.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: implementation, math

[elshiko's solution](#)

155.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: sortings

[elshiko's solution](#)

156.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[elshiko's solution](#)

157.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: combinatorics, math

[elshiko's solution](#)

158.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: bitmasks

[elshiko's solution](#)

159.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: implementation

[elshiko's solution](#)

160.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: math

[elshiko's solution](#)

161.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: implementation, math

[elshiko's solution](#)

162.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1000 · first AC: 2015-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[elshiko's solution](#)

163.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,093 global accepts · Rating: 1000 · first AC: 2015-05-11 · GNU C++11 (first AC) · Tags: implementation

[elshiko's solution](#)

164.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,838 global accepts · Rating: 1000 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: implementation, strings

[elshiko's solution](#)

165.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,719 global accepts · Rating: 1000 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

166.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: math

[elshiko's solution](#)

167.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2015-02-26 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

168.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,743 global accepts · Rating: 1000 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[elshiko's solution](#)

169.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 1000 · first AC: 2015-01-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[elshiko's solution](#)

170.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,624 global accepts · Rating: 1000 · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: implementation, math

[elshiko's solution](#)

171.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,298 global accepts · Rating: 1000 · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: brute force, math

[elshiko's solution](#)

172.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-11-04 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

173.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,279 global accepts · Rating: 1000 · first AC: 2014-09-03 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

174.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2014-08-28 · GNU C++0x (first AC) · Tags: brute force, implementation

[elshiko's solution](#)

175.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: implementation, math

[elshiko's solution](#)

176.

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2014-08-14 · GNU C++0x (first AC) · Tags: strings

[elshiko's solution](#)

177.

259A

[Little Elephant and Chess](#) · [Tutorial](#)

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2014-08-14 · GNU C++0x (first AC) · Tags: brute force, strings

[elshiko's solution](#)

178.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2014-08-14 · GNU C++0x (first AC) · Tags: implementation, strings

[elshiko's solution](#)

179.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,428 global accepts · Rating: 1000 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

180.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[elshiko's solution](#)

181.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: sortings

[elshiko's solution](#)

182.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: math

[elshiko's solution](#)

183.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,866 global accepts · Rating: 1000 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

184.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

185.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: implementation, math

[elshiko's solution](#)

186.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

187.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,409 global accepts · Rating: 1000 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: implementation, math

[elshiko's solution](#)

188.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

189.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

190.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2014-01-26 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[elshiko's solution](#)

191.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,585 global accepts · Rating: 1000 · first AC: 2013-12-03 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[elshiko's solution](#)

192.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,475 global accepts · Rating: 1000 · first AC: 2013-12-03 · GNU C++0x (first AC) · Tags: implementation, strings

[elshiko's solution](#)

193.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1000 · first AC: 2013-11-11 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

194.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2013-11-04 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[elshiko's solution](#)

195.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,495 global accepts · Rating: 1000 · first AC: 2013-10-30 · GNU C++0x (first AC) · Tags: greedy, math

[elshiko's solution](#)

196.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2013-10-29 · GNU C++0x (first AC) · Tags: greedy

[elshiko's solution](#)

197.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: greedy, shortest paths

[elshiko's solution](#)

198.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,684 global accepts · Rating: 1000 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[elshiko's solution](#)

199.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: greedy

[elshiko's solution](#)

200.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

201.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,944 global accepts · Rating: 1000 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: greedy

[elshiko's solution](#)

202.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

203.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,508 global accepts · Rating: 1000 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: greedy, sortings

[elshiko's solution](#)

204.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,016 global accepts · Rating: 1000 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: greedy, strings

[elshiko's solution](#)

205.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: brute force, implementation, math

[elshiko's solution](#)

206.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,024 global accepts · Rating: 1000 · first AC: 2013-08-02 · GNU C++ (first AC) · Tags: implementation

[elshiko's solution](#)

207.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,462 global accepts · Rating: 1000 · first AC: 2013-04-26 · GNU C++ (first AC) · Tags: brute force, number theory, sortings

[elshiko's solution](#)

208.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: sortings

[elshiko's solution](#)

209.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math

[elshiko's solution](#)

210.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2011-12-19 · GNU C++ (first AC) · Tags: math

[elshiko's solution](#)

211.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: implementation, strings

[elshiko's solution](#)

212.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,820 global accepts · Rating: 1000 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: brute force, number theory

[elshiko's solution](#)

213.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[elshiko's solution](#)

214.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,970 global accepts · Rating: 1100 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[elshiko's solution](#)

215.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1100 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[elshiko's solution](#)

216.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[elshiko's solution](#)

217.

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[elshiko's solution](#)

218.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

219.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: implementation, sortings

[elshiko's solution](#)

220.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[elshiko's solution](#)

221.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, math

[elshiko's solution](#)

222.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, strings

[elshiko's solution](#)

223.

706B

[Interesting drink](#) · [Tutorial](#)

Quality: 84,482 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[elshiko's solution](#)

224.

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[elshiko's solution](#)

225.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,996 global accepts · Rating: 1100 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[elshiko's solution](#)

226.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[elshiko's solution](#)

227.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[elshiko's solution](#)

228.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: implementation, math

[elshiko's solution](#)

229.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[elshiko's solution](#)

230.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[elshiko's solution](#)

231.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,331 global accepts · Rating: 1100 · first AC: 2015-06-10 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[elshiko's solution](#)

232.

545B

[Equidistant String](#) · [Tutorial](#)

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: greedy
[elshiko's solution](#)

233.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2015-05-18 · GNU C++11 (first AC) · Tags: dp, implementation
[elshiko's solution](#)

234.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2015-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[elshiko's solution](#)

235.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation
[elshiko's solution](#)

236.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,887 global accepts · Rating: 1100 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory
[elshiko's solution](#)

237.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 1100 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: data structures, dsu, strings
[elshiko's solution](#)

238.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2015-03-30 · GNU C++11 (first AC) · Tags: implementation, math
[elshiko's solution](#)

239.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: brute force
[elshiko's solution](#)

240.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, hashing, strings
[elshiko's solution](#)

241.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures, dp, implementation
[elshiko's solution](#)

242.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,713 global accepts · Rating: 1100 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: data structures, implementation, sortings
[elshiko's solution](#)

243.

505A

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: brute force, implementation, strings
[elshiko's solution](#)

244.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-10-28 · GNU C++0x (first AC) · Tags: implementation
[elshiko's solution](#)

245.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: implementation
[elshiko's solution](#)

246.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,861 global accepts · Rating: 1100 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[elshiko's solution](#)

247.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: brute force, math
[elshiko's solution](#)

248.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2014-08-31 · GNU C++0x (first AC) · Tags: brute force, implementation, math
[elshiko's solution](#)

249.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2014-08-12 · GNU C++0x (first AC) · Tags: sortings
[elshiko's solution](#)

250.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: geometry, implementation, math
[elshiko's solution](#)

251.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1100 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: data structures, implementation
[elshiko's solution](#)

252.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,096 global accepts · Rating: 1100 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: brute force, dp
[elshiko's solution](#)

253.

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,907 global accepts · Rating: 1100 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: data structures, dp
[elshiko's solution](#)

254.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2014-03-23 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

255.

381B

[Sereja and Stairs](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2014-01-26 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings
[elshiko's solution](#)

256.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-01-26 · GNU C++0x (first AC) · Tags: greedy, implementation
[elshiko's solution](#)

257.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 1100 · first AC: 2013-12-15 · GNU C++0x (first AC) · Tags: *special, greedy, sortings
[elshiko's solution](#)

258.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2013-12-15 · GNU C++0x (first AC) · Tags: greedy, strings
[elshiko's solution](#)

259.

197C

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Rating: 1100 · first AC: 2013-12-15 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings, strings
[elshiko's solution](#)

260.

300A

[Array](#) · [Tutorial](#)

Quality: 27,230 global accepts · Rating: 1100 · first AC: 2013-12-04 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation
[elshiko's solution](#)

261.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,371 global accepts · Rating: 1100 · first AC: 2013-12-03 · GNU C++0x (first AC) · Tags: implementation
[elshiko's solution](#)

262.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,508 global accepts · Rating: 1100 · first AC: 2013-11-12 · GNU C++0x (first AC) · Tags: greedy, math
[elshiko's solution](#)

263.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,007 global accepts · Rating: 1100 · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: binary search, implementation, sortings
[elshiko's solution](#)

264.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-10-29 · GNU C++0x (first AC) · Tags: greedy
[elshiko's solution](#)

265.

259C

[Little Elephant and Bits](#) · [Tutorial](#)

Rating: 1100 · first AC: 2013-10-29 · GNU C++0x (first AC) · Tags: greedy, strings
[elshiko's solution](#)

266.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2013-10-29 · GNU C++0x (first AC) · Tags: greedy, math
[elshiko's solution](#)

267.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-10-28 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings
[elshiko's solution](#)

268.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1100 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: greedy
[elshiko's solution](#)

269.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,616 global accepts · Rating: 1100 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: greedy, implementation
[elshiko's solution](#)

270.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,376 global accepts · Rating: 1100 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: implementation
[elshiko's solution](#)

271.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy
[elshiko's solution](#)

272.

296A

[Yaroslav and Permutations](#) · [Tutorial](#)

Quality: 26,043 global accepts · Rating: 1100 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: greedy, math
[elshiko's solution](#)

273.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,731 global accepts · Rating: 1100 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: greedy, implementation
[elshiko's solution](#)

274.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: greedy, sortings
[elshiko's solution](#)

275.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: greedy, implementation
[elshiko's solution](#)

276.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: *special, greedy, implementation
[elshiko's solution](#)

277.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[elshiko's solution](#)

278.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: greedy, implementation
[elshiko's solution](#)

279.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: brute force, implementation, math
[elshiko's solution](#)

280.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: implementation
[elshiko's solution](#)

281.

186A

[Comparing Strings](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: implementation, strings
[elshiko's solution](#)

282.

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: greedy
[elshiko's solution](#)

283.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: greedy, sortings
[elshiko's solution](#)

284.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2011-12-19 · GNU C++ (first AC) · Tags: implementation, math
[elshiko's solution](#)

285.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: implementation, math
[elshiko's solution](#)

286.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[elshiko's solution](#)

287.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[elshiko's solution](#)

288.

574A

[Bear and Elections](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[elshiko's solution](#)

289.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[elshiko's solution](#)

290.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math
[elshiko's solution](#)

291.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: math
[elshiko's solution](#)

292.

651B

[Beautiful Paintings](#) · [Tutorial](#)

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2018-11-13 · GNU C++11 (first AC) · Tags: greedy, sortings
[elshiko's solution](#)

293.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers
[elshiko's solution](#)

294.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: brute force, two pointers
[elshiko's solution](#)

295.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[elshiko's solution](#)

296.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2017-03-14 · GNU C++11 (first AC) · Tags: implementation, strings

[elshiko's solution](#)

297.

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2017-03-14 · GNU C++11 (first AC) · Tags: dfs and similar, implementation

[elshiko's solution](#)

298.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, greedy, two pointers

[elshiko's solution](#)

299.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[elshiko's solution](#)

300.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math

[elshiko's solution](#)

301.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[elshiko's solution](#)

302.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, sortings

[elshiko's solution](#)

303.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[elshiko's solution](#)

304.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[elshiko's solution](#)

305.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[elshiko's solution](#)

306.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

307.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: implementation

[elshiko's solution](#)

308.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

309.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: implementation, math

[elshiko's solution](#)

310.

546B

[Soldier and Badges](#) · [Tutorial](#)

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[elshiko's solution](#)

311.

483C

[Diverse Permutation](#) · [Tutorial](#)

Rating: 1200 · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[elshiko's solution](#)

312.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[elshiko's solution](#)

313.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[elshiko's solution](#)

314.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: *special, implementation

[elshiko's solution](#)

315.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[elshiko's solution](#)

316.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

317.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: binary search, implementation, math,

sortings

[elshiko's solution](#)

318.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: implementation, sortings

[elshiko's solution](#)

319.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2014-10-27 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

320.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,566 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: binary search, implementation

[elshiko's solution](#)

321.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2014-09-03 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

322.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-08-31 · GNU C++0x (first AC) · Tags: brute force, implementation

[elshiko's solution](#)

323.

462C

[Appleman and Toastman](#) · [Tutorial](#)

Rating: 1200 · first AC: 2014-08-28 · GNU C++0x (first AC) · Tags: implementation, sortings

[elshiko's solution](#)

324.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[elshiko's solution](#)

325.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,408 global accepts · Rating: 1200 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

326.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-08-12 · GNU C++0x (first AC) · Tags: math, number theory

[elshiko's solution](#)

327.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

328.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: brute force, implementation

[elshiko's solution](#)

329.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2014-05-15 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[elshiko's solution](#)

330.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2014-04-25 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation, sortings

[elshiko's solution](#)

331.

401B

[Sereja and Contests](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: greedy, implementation, math

[elshiko's solution](#)

332.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2014-01-26 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation, math, strings

[elshiko's solution](#)

333.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2013-11-17 · GNU C++0x (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

334.

146C

[Lucky Conversion](#) · [Tutorial](#)

Rating: 1200 · first AC: 2013-11-13 · GNU C++0x (first AC) · Tags: greedy

[elshiko's solution](#)

335.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2013-11-13 · GNU C++0x (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

336.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2013-11-12 · GNU C++0x (first AC) · Tags: brute force, greedy

[elshiko's solution](#)

337.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2013-11-11 · GNU C++0x (first AC) · Tags: implementation, math

[elshiko's solution](#)

338.

361B

[Levko and Permutation](#) · [Tutorial](#)

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: constructive algorithms, math, number theory

[elshiko's solution](#)

339.

265C

[Escape from Stones](#) · [Tutorial](#)

Rating: 1200 · first AC: 2013-11-04 · GNU C++0x (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

340.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2013-11-01 · GNU C++0x (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

341.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2013-10-30 · GNU C++0x (first AC) · Tags: greedy, two pointers

[elshiko's solution](#)

342.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,558 global accepts · Rating: 1200 · first AC: 2013-10-29 · GNU C++0x (first AC) · Tags: greedy

[elshiko's solution](#)

343.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2013-10-29 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[elshiko's solution](#)

344.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2013-10-29 · GNU C++0x (first AC) · Tags: greedy

[elshiko's solution](#)

345.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2013-10-29 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[elshiko's solution](#)

346.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: greedy, implementation, math

[elshiko's solution](#)

347.

285C

[Building Permutation](#) · [Tutorial](#)

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[elshiko's solution](#)

348.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: implementation, math

[elshiko's solution](#)

349.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[elshiko's solution](#)

350.

342A

[Xenia and Divisors](#) · [Tutorial](#)

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2013-09-10 · GNU C++ (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

351.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2013-07-05 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[elshiko's solution](#)

352.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2013-07-05 · GNU C++ (first AC) · Tags: math

[elshiko's solution](#)

353.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: graphs, implementation

[elshiko's solution](#)

354.

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[elshiko's solution](#)

355.

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,179 global accepts · Rating: 1200 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: greedy, sortings

[elshiko's solution](#)

356.

181C

[Trading Business](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: games, graph matchings, greedy

[elshiko's solution](#)

357.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, implementation, number theory

[elshiko's solution](#)

358.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: implementation, strings

[elshiko's solution](#)

359.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: implementation, strings

[elshiko's solution](#)

360.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation

[elshiko's solution](#)

361.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[elshiko's solution](#)

362.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[elshiko's solution](#)

363.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[elshiko's solution](#)

364.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory
[elshiko's solution](#)

365.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: greedy
[elshiko's solution](#)

366.

870C

[Maximum splitting](#) · [Tutorial](#)

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2018-11-13 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory
[elshiko's solution](#)

367.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2018-11-13 · GNU C++11 (first AC) · Tags: geometry, implementation
[elshiko's solution](#)

368.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math
[elshiko's solution](#)

369.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, dp, strings
[elshiko's solution](#)

370.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: implementation
[elshiko's solution](#)

371.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: implementation
[elshiko's solution](#)

372.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2015-11-29 · last AC: 2017-03-15 · GNU C++11 (first AC) · Tags: implementation,

strings

[elshiko's solution](#)

373.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2014-08-15 · last AC: 2017-03-15 · GNU C++0x (first AC) · Tags: combinatorics, implementation, sortings

[elshiko's solution](#)

374.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[elshiko's solution](#)

375.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: greedy, two pointers

[elshiko's solution](#)

376.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: binary search, combinatorics, two pointers

[elshiko's solution](#)

377.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force

[elshiko's solution](#)

378.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[elshiko's solution](#)

379.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: combinatorics

[elshiko's solution](#)

380.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[elshiko's solution](#)

381.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: implementation

[elshiko's solution](#)

382.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[elshiko's solution](#)

383.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[elshiko's solution](#)

384.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 1300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[elshiko's solution](#)

385.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[elshiko's solution](#)

386.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: implementation

[elshiko's solution](#)

387.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,536 global accepts · Rating: 1300 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[elshiko's solution](#)

388.

84B

[Magical Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[elshiko's solution](#)

389.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,191 global accepts · Rating: 1300 · first AC: 2015-03-30 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[elshiko's solution](#)

390.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2015-03-28 · GNU C++11 (first AC) · Tags: greedy, math, strings

[elshiko's solution](#)

391.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: greedy, implementation, math, number theory

[elshiko's solution](#)

392.

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[elshiko's solution](#)

393.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-02-23 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[elshiko's solution](#)

394.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[elshiko's solution](#)

395.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: greedy, hashing, implementation

[elshiko's solution](#)

396.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-10-28 · GNU C++0x (first AC) · Tags: implementation, sortings

[elshiko's solution](#)

397.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2014-10-27 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

398.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[elshiko's solution](#)

399.

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: —

[elshiko's solution](#)

400.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,567 global accepts · Rating: 1300 · first AC: 2014-08-28 · GNU C++0x (first AC) · Tags: greedy

[elshiko's solution](#)

401.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: brute force

[elshiko's solution](#)

402.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1300 · first AC: 2014-08-14 · GNU C++0x (first AC) · Tags: implementation, strings, two pointers

[elshiko's solution](#)

403.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: implementation, math

[elshiko's solution](#)

404.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,885 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: implementation, sortings
[elshiko's solution](#)

405.

426B

[Sereja and Mirroring](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 1300 · first AC: 2014-05-13 · GNU C++0x (first AC) · Tags: implementation
[elshiko's solution](#)

406.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: brute force, data structures, dfs and similar, trees
[elshiko's solution](#)

407.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2014-04-29 · GNU C++0x (first AC) · Tags: brute force, dp, implementation
[elshiko's solution](#)

408.

330B

[Road Construction](#) · [Tutorial](#)

Quality: 19,388 global accepts · Rating: 1300 · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs
[elshiko's solution](#)

409.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2013-11-17 · GNU C++0x (first AC) · Tags: brute force, dp
[elshiko's solution](#)

410.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-11-01 · GNU C++0x (first AC) · Tags: greedy
[elshiko's solution](#)

411.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2013-10-30 · GNU C++0x (first AC) · Tags: greedy
[elshiko's solution](#)

412.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 1300 · first AC: 2013-10-30 · GNU C++0x (first AC) · Tags: greedy, math
[elshiko's solution](#)

413.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2013-10-30 · GNU C++0x (first AC) · Tags: greedy
[elshiko's solution](#)

414.

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2013-10-29 · GNU C++0x (first AC) · Tags: greedy, math
[elshiko's solution](#)

415.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,661 global accepts · Rating: 1300 · first AC: 2013-10-29 · GNU C++0x (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

416.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 1300 · first AC: 2013-10-29 · GNU C++0x (first AC) · Tags: games, greedy, implementation

[elshiko's solution](#)

417.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2013-10-29 · GNU C++0x (first AC) · Tags: greedy

[elshiko's solution](#)

418.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: greedy, math

[elshiko's solution](#)

419.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: games, greedy

[elshiko's solution](#)

420.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: implementation, sortings

[elshiko's solution](#)

421.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1300 · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[elshiko's solution](#)

422.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 1300 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: implementation

[elshiko's solution](#)

423.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, implementation, strings

[elshiko's solution](#)

424.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,948 global accepts · Rating: 1300 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp, implementation

[elshiko's solution](#)

425.

186C

[Plant](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: dp, math, matrices, number theory

[elshiko's solution](#)

426.

181B

[Number of Triplets](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: binary search, brute force

[elshiko's solution](#)

427.

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: implementation, math

[elshiko's solution](#)

428.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[elshiko's solution](#)

429.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: binary search, implementation

[elshiko's solution](#)

430.

136C

[Replacement](#) · [Tutorial](#)

Rating: 1300 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[elshiko's solution](#)

431.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[elshiko's solution](#)

432.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[elshiko's solution](#)

433.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

434.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[elshiko's solution](#)

435.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2018-11-13 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[elshiko's solution](#)

436.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1400 · first AC: 2017-08-16 · GNU C++11 (first AC) · Tags: implementation, math

[elshiko's solution](#)

437.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: *special, binary search, brute force, data structures, strings

[elshiko's solution](#)

438.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: math, number theory

[elshiko's solution](#)

439.

389C

[Fox and Box Accumulation](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[elshiko's solution](#)

440.

279B

[Books](#) · [Tutorial](#)

Quality: 72,460 global accepts · Rating: 1400 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[elshiko's solution](#)

441.

714C

[Sonya and Queries](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[elshiko's solution](#)

442.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,955 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[elshiko's solution](#)

443.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[elshiko's solution](#)

444.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: games, math, number theory

[elshiko's solution](#)

445.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: implementation, math

[elshiko's solution](#)

446.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[elshiko's solution](#)

447.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2015-06-10 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[elshiko's solution](#)

448.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,461 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[elshiko's solution](#)

449.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games

[elshiko's solution](#)

450.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-05-18 · GNU C++11 (first AC) · Tags: dp, greedy, math

[elshiko's solution](#)

451.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2015-05-11 · GNU C++11 (first AC) · Tags: greedy

[elshiko's solution](#)

452.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[elshiko's solution](#)

453.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[elshiko's solution](#)

454.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[elshiko's solution](#)

455.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[elshiko's solution](#)

456.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,201 global accepts · Rating: 1400 · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[elshiko's solution](#)

457.

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: *special, greedy

[elshiko's solution](#)

458.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: greedy, math, sortings

[elshiko's solution](#)

459.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: geometry, math
[elshiko's solution](#)

460.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: brute force
[elshiko's solution](#)

461.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1400 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: brute force, data structures, geometry, implementation, math
[elshiko's solution](#)

462.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, graphs
[elshiko's solution](#)

463.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: greedy, sortings
[elshiko's solution](#)

464.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: greedy, sortings
[elshiko's solution](#)

465.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[elshiko's solution](#)

466.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: implementation
[elshiko's solution](#)

467.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: combinatorics, math
[elshiko's solution](#)

468.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: greedy
[elshiko's solution](#)

469.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2014-09-04 · GNU C++0x (first AC) · Tags: implementation, strings

[elshiko's solution](#)

470.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,394 global accepts · Rating: 1400 · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: *special, data structures, implementation

[elshiko's solution](#)

471.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: brute force, two pointers

[elshiko's solution](#)

472.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2014-04-29 · GNU C++0x (first AC) · Tags: greedy, implementation, two pointers

[elshiko's solution](#)

473.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: combinatorics, dp, number theory

[elshiko's solution](#)

474.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[elshiko's solution](#)

475.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2014-01-26 · GNU C++0x (first AC) · Tags: greedy, sortings

[elshiko's solution](#)

476.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, math

[elshiko's solution](#)

477.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2013-12-08 · GNU C++0x (first AC) · Tags: binary search, dp, sortings, two pointers

[elshiko's solution](#)

478.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2013-12-04 · GNU C++0x (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[elshiko's solution](#)

479.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2013-11-13 · GNU C++0x (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

480.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2013-11-11 · GNU C++0x (first AC) · Tags: geometry, math
[elshiko's solution](#)

481.

26B

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 25,868 global accepts · Rating: 1400 · first AC: 2013-10-30 · GNU C++0x (first AC) · Tags: greedy
[elshiko's solution](#)

482.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2013-10-30 · GNU C++0x (first AC) · Tags: greedy, sortings
[elshiko's solution](#)

483.

205B

[Little Elephant and Sorting](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2013-10-30 · GNU C++0x (first AC) · Tags: brute force, greedy
[elshiko's solution](#)

484.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,943 global accepts · Rating: 1400 · first AC: 2013-10-29 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[elshiko's solution](#)

485.

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation
[elshiko's solution](#)

486.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2013-09-08 · GNU C++ (first AC) · Tags: greedy, math, number theory
[elshiko's solution](#)

487.

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2013-08-02 · GNU C++ (first AC) · Tags: sortings
[elshiko's solution](#)

488.

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,551 global accepts · Rating: 1400 · first AC: 2012-11-09 · GNU C++ (first AC) · Tags: brute force, implementation
[elshiko's solution](#)

489.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2012-11-09 · GNU C++ (first AC) · Tags: dfs and similar, dsu
[elshiko's solution](#)

490.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, greedy, implementation
[elshiko's solution](#)

491.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: combinatorics

[elshiko's solution](#)

492.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[elshiko's solution](#)

493.

611C

[New Year and Domino](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: dp, implementation

[elshiko's solution](#)

494.

224B

[Array](#) · [Tutorial](#)

Quality: 7,918 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: bitmasks, implementation, two pointers

[elshiko's solution](#)

495.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[elshiko's solution](#)

496.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[elshiko's solution](#)

497.

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,062 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[elshiko's solution](#)

498.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[elshiko's solution](#)

499.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: implementation, strings

[elshiko's solution](#)

500.

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

501.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,864 global accepts · Rating: 1500 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: binary search, implementation

[elshiko's solution](#)

502.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-20 · last AC: 2016-10-27 · GNU C++0x (first AC) · Tags: brute force, implementation, math, number theory

[elshiko's solution](#)

503.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[elshiko's solution](#)

504.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,798 global accepts · Rating: 1500 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[elshiko's solution](#)

505.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[elshiko's solution](#)

506.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,633 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[elshiko's solution](#)

507.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[elshiko's solution](#)

508.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[elshiko's solution](#)

509.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[elshiko's solution](#)

510.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

[elshiko's solution](#)

511.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[elshiko's solution](#)

512.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: implementation, math
[elshiko's solution](#)

513.

556C

[Case of Matryoshkas](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: implementation
[elshiko's solution](#)

514.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: combinatorics
[elshiko's solution](#)

515.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,487 global accepts · Rating: 1500 · first AC: 2015-10-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[elshiko's solution](#)

516.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,932 global accepts · Rating: 1500 · first AC: 2015-10-05 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers
[elshiko's solution](#)

517.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings
[elshiko's solution](#)

518.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings
[elshiko's solution](#)

519.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, math
[elshiko's solution](#)

520.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: dp, greedy
[elshiko's solution](#)

521.

92D

[Queue](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-05-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp
[elshiko's solution](#)

522.

92C

[Newspaper Headline](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-05-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy
[elshiko's solution](#)

523.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-04-01 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[elshiko's solution](#)

524.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-30 · GNU C++11 (first AC) · Tags: greedy

[elshiko's solution](#)

525.

530C

[Diophantine equation](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[elshiko's solution](#)

526.

530A

[Quadratic equation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[elshiko's solution](#)

527.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-27 · GNU C++11 (first AC) · Tags: *special, implementation

[elshiko's solution](#)

528.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: math, strings

[elshiko's solution](#)

529.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation

[elshiko's solution](#)

530.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation

[elshiko's solution](#)

531.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: dfs and similar

[elshiko's solution](#)

532.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2015-02-04 · GNU C++0x (first AC) · Tags: dsu, implementation

[elshiko's solution](#)

533.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation, sortings

[elshiko's solution](#)

534.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: *special, implementation, sortings

[elshiko's solution](#)

535.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math

[elshiko's solution](#)

536.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2014-09-05 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[elshiko's solution](#)

537.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-08-12 · GNU C++0x (first AC) · Tags: dp

[elshiko's solution](#)

538.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: brute force, sortings

[elshiko's solution](#)

539.

414A

[Mashmikh and Numbers](#) · [Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory

[elshiko's solution](#)

540.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2014-03-28 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs

[elshiko's solution](#)

541.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2014-03-28 · GNU C++0x (first AC) · Tags: brute force, strings

[elshiko's solution](#)

542.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2014-03-21 · GNU C++0x (first AC) · Tags: bitmasks, brute force, graphs

[elshiko's solution](#)

543.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · GNU C++0x (first AC) · Tags: implementation, math

[elshiko's solution](#)

544.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: *special, brute force, dp, strings
[elshiko's solution](#)

545.

275C

[k-Multiple Free Set](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-12-09 · GNU C++0x (first AC) · Tags: binary search, greedy, sortings

[elshiko's solution](#)

546.

332B

[Maximum Absurdity](#) · [Tutorial](#)

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-12-08 · GNU C++0x (first AC) · Tags: data structures, dp, implementation

[elshiko's solution](#)

547.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2013-12-03 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[elshiko's solution](#)

548.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2013-11-17 · GNU C++0x (first AC) · Tags: greedy, math

[elshiko's solution](#)

549.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2013-11-13 · GNU C++0x (first AC) · Tags: binary search, greedy, sortings

[elshiko's solution](#)

550.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2013-10-27 · GNU C++0x (first AC) · Tags: greedy, math

[elshiko's solution](#)

551.

355C

[Vasya and Robot](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, dp

[elshiko's solution](#)

552.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: graphs

[elshiko's solution](#)

553.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2013-09-10 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[elshiko's solution](#)

554.

299C

[Weird Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-04-26 · GNU C++ (first AC) · Tags: games, greedy

[elshiko's solution](#)

555.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: dp, math, matrices

[elshiko's solution](#)

556.

166C

[Median](#) · [Tutorial](#)

Quality: 7,431 global accepts · Rating: 1500 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: greedy, math, sortings

[elshiko's solution](#)

557.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: greedy, math, sortings

[elshiko's solution](#)

558.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: greedy, two pointers

[elshiko's solution](#)

559.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

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560.

645C

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Quality: 4,303 global accepts · Rating: 1600 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: binary search, two pointers

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561.

597B

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562.

777C

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563.

75C

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564.

340C

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Quality: 4,681 global accepts · Rating: 1600 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

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565.

593B

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Quality: 4,207 global accepts · Rating: 1600 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: geometry, sortings

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566.

518A

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567.

244C

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568.

376D

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Rating: 1600 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

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569.

736B

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Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

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570.

736A

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Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

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571.

219C

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572.

337C

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573.

722C

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574.

446A

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Quality: 13,531 global accepts · Rating: 1600 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

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575.

373C

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Rating: 1600 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

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576.

246D

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577.

660C

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578.

715A

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579.

706C

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580.

682C

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Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[elshiko's solution](#)

581.

681C

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Quality: 9,840 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

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582.

678C

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Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[elshiko's solution](#)

583.

678B

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[elshiko's solution](#)

584.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[elshiko's solution](#)

585.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: games, math, number theory

[elshiko's solution](#)

586.

617C

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Quality: 5,237 global accepts · Rating: 1600 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: implementation

[elshiko's solution](#)

587.

615B

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[elshiko's solution](#)

588.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: implementation

[elshiko's solution](#)

589.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[elshiko's solution](#)

590.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: implementation, strings

[elshiko's solution](#)

591.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[elshiko's solution](#)

592.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-05-18 · GNU C++11 (first AC) · Tags: math

[elshiko's solution](#)

593.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[elshiko's solution](#)

594.

530D

[Set subtraction](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[elshiko's solution](#)

595.

530B

[String inside out](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[elshiko's solution](#)

596.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-27 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[elshiko's solution](#)

597.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: *special, data structures, implementation

[elshiko's solution](#)

598.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,172 global accepts · Rating: 1600 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, sortings

[elshiko's solution](#)

599.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2015-01-17 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math

[elshiko's solution](#)

600.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2015-01-17 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[elshiko's solution](#)

601.

476C

[Dreamoon and Sums](#) · [Tutorial](#)

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: math

[elshiko's solution](#)

602.

384C

[Milking cows](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: greedy

[elshiko's solution](#)

603.

408D

[Long Path](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-09-03 · GNU C++0x (first AC) · Tags: dp

[elshiko's solution](#)

604.

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-09-03 · GNU C++0x (first AC) · Tags: geometry, math

[elshiko's solution](#)

605.

454C

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: combinatorics, math, probabilities

[elshiko's solution](#)

606.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: dp, implementation, trees

[elshiko's solution](#)

607.

430D

[Working out](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-05-12 · GNU C++0x (first AC) · Tags: brute force, dp

[elshiko's solution](#)

608.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: constructive algorithms, sortings

[elshiko's solution](#)

609.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2014-04-29 · GNU C++0x (first AC) · Tags: binary search, dp, greedy, implementation

[elshiko's solution](#)

610.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2014-04-25 · GNU C++0x (first AC) · Tags: math

[elshiko's solution](#)

611.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1600 · first AC: 2014-03-23 · GNU C++0x (first AC) · Tags: implementation, math

[elshiko's solution](#)

612.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: implementation, math

[elshiko's solution](#)

613.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[elshiko's solution](#)

614.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-12-09 · GNU C++0x (first AC) · Tags: greedy, math, number theory

[elshiko's solution](#)

615.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2013-11-17 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy

[elshiko's solution](#)

616.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-11-13 · GNU C++0x (first AC) · Tags: greedy, number theory

[elshiko's solution](#)

617.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2013-11-04 · GNU C++0x (first AC) · Tags: binary search, greedy, number theory

[elshiko's solution](#)

618.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2013-11-01 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy, math

[elshiko's solution](#)

619.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: implementation, math, number theory

[elshiko's solution](#)

620.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[elshiko's solution](#)

621.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: games, math, number theory

[elshiko's solution](#)

622.

334C

[Secrets](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-02 · GNU C++ (first AC) · Tags: math

[elshiko's solution](#)

623.

291D

[Parallel Programming](#) · [Tutorial](#)

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, greedy

[elshiko's solution](#)

624.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[elshiko's solution](#)

625.

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[elshiko's solution](#)

626.

234D

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Quality: 1,603 global accepts · Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[elshiko's solution](#)

627.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: implementation

[elshiko's solution](#)

628.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu

[elshiko's solution](#)

629.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[elshiko's solution](#)

630.

1041D

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Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-11-13 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[elshiko's solution](#)

631.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: dp

[elshiko's solution](#)

632.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: dp

[elshiko's solution](#)

633.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

[elshiko's solution](#)

634.

559B

[Equivalent Strings](#) · [Tutorial](#)

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[elshiko's solution](#)

635.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[elshiko's solution](#)

636.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[elshiko's solution](#)

637.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[elshiko's solution](#)

638.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math

[elshiko's solution](#)

639.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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640.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[elshiko's solution](#)

641.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search

[elshiko's solution](#)

642.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2014-11-29 · last AC: 2016-10-27 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation

[elshiko's solution](#)

643.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[elshiko's solution](#)

644.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[elshiko's solution](#)

645.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-16 · GNU C++11 (first AC) · Tags: math, number theory

[elshiko's solution](#)

646.

631C

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Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: data structures, sortings

[elshiko's solution](#)

647.

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[elshiko's solution](#)

648.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[elshiko's solution](#)

649.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[elshiko's solution](#)

650.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[elshiko's solution](#)

651.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,104 global accepts · Rating: 1700 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[elshiko's solution](#)

652.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[elshiko's solution](#)

653.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[elshiko's solution](#)

654.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[elshiko's solution](#)

655.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[elshiko's solution](#)

656.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[elshiko's solution](#)

657.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[elshiko's solution](#)

658.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: binary search, implementation

[elshiko's solution](#)

659.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

660.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[elshiko's solution](#)

661.

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: geometry, math

[elshiko's solution](#)

662.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

663.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2015-03-30 · GNU C++11 (first AC) · Tags: dp, sortings

[elshiko's solution](#)

664.

530E

[Sum and product](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 1700 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[elshiko's solution](#)

665.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: implementation, math, trees

[elshiko's solution](#)

666.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2015-02-04 · GNU C++0x (first AC) · Tags: brute force, math, number theory, strings

[elshiko's solution](#)

667.

465C

[No to Palindromes!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-11-04 · GNU C++0x (first AC) · Tags: brute force

[elshiko's solution](#)

668.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: binary search, sortings, ternary search, two pointers

[elshiko's solution](#)

669.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[elshiko's solution](#)

670.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-10-28 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, math

[elshiko's solution](#)

671.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2014-10-27 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[elshiko's solution](#)

672.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: dp, implementation

[elshiko's solution](#)

673.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: dp

[elshiko's solution](#)

674.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy

[elshiko's solution](#)

675.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: math

[elshiko's solution](#)

676.

450C

[Jzzhu and Chocolate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

677.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,587 global accepts · Rating: 1700 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[elshiko's solution](#)

678.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, two pointers

[elshiko's solution](#)

679.

157C

[Message](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-28 · GNU C++0x (first AC) · Tags: brute force, dp, strings

[elshiko's solution](#)

680.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2013-12-15 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[elshiko's solution](#)

681.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2013-12-04 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, sortings

[elshiko's solution](#)

682.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1700 · first AC: 2013-11-29 · GNU C++0x (first AC) · Tags: dp, greedy

[elshiko's solution](#)

683.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1700 · first AC: 2013-11-17 · GNU C++0x (first AC) · Tags: brute force, implementation, two pointers
[elshiko's solution](#)

684.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2013-11-17 · GNU C++0x (first AC) · Tags: bitmasks, dp, greedy, implementation, math
[elshiko's solution](#)

685.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,762 global accepts · Rating: 1700 · first AC: 2013-11-17 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[elshiko's solution](#)

686.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-12 · GNU C++0x (first AC) · Tags: greedy, implementation
[elshiko's solution](#)

687.

361C

[Levko and Array Recovery](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy
[elshiko's solution](#)

688.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2013-10-30 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, implementation
[elshiko's solution](#)

689.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math
[elshiko's solution](#)

690.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: geometry
[elshiko's solution](#)

691.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: binary search, implementation
[elshiko's solution](#)

692.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: dp
[elshiko's solution](#)

693.

544C

[Writing Code](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: dp
[elshiko's solution](#)

694.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[elshiko's solution](#)

695.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,003 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, math

[elshiko's solution](#)

696.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[elshiko's solution](#)

697.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[elshiko's solution](#)

698.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · last AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[elshiko's solution](#)

699.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[elshiko's solution](#)

700.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[elshiko's solution](#)

701.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[elshiko's solution](#)

702.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: data structures, sortings

[elshiko's solution](#)

703.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[elshiko's solution](#)

704.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms

[elshiko's solution](#)

705.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[elshiko's solution](#)

706.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-23 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[elshiko's solution](#)

707.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2015-10-05 · GNU C++11 (first AC) · Tags: bitmasks, dp
[elshiko's solution](#)

708.

551B

[ZqkistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[elshiko's solution](#)

709.

84D

[Doctor](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: binary search, implementation
[elshiko's solution](#)

710.

483B

[Friends and Presents](#) · [Tutorial](#)

Quality: 4,354 global accepts · Rating: 1800 · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: binary search, math
[elshiko's solution](#)

711.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[elshiko's solution](#)

712.

532E

[Correcting Mistakes](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

713.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-04-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[elshiko's solution](#)

714.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math
[elshiko's solution](#)

715.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings
[elshiko's solution](#)

716.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2014-10-28 · GNU C++0x (first AC) · Tags: string suffix structures, strings
[elshiko's solution](#)

717.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: greedy
[elshiko's solution](#)

718.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1800 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, sortings
[elshiko's solution](#)

719.

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2014-09-04 · GNU C++0x (first AC) · Tags: binary search, brute force
[elshiko's solution](#)

720.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, sortings
[elshiko's solution](#)

721.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2014-05-15 · GNU C++0x (first AC) · Tags: greedy, sortings
[elshiko's solution](#)

722.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-26 · GNU C++0x (first AC) · Tags: implementation
[elshiko's solution](#)

723.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-19 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, sortings
[elshiko's solution](#)

724.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2014-01-26 · GNU C++0x (first AC) · Tags: greedy, sortings
[elshiko's solution](#)

725.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2013-12-15 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy
[elshiko's solution](#)

726.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2013-11-11 · GNU C++0x (first AC) · Tags: dfs and similar, shortest paths

[elshiko's solution](#)

727.

334D

[Chips](#) · [Tutorial](#)

Rating: 1800 · first AC: 2013-08-02 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[elshiko's solution](#)

728.

186D

[Mushroom Scientists](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math, number theory, probabilities

[elshiko's solution](#)

729.

1701D

[Permutation Restoration](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[elshiko's solution](#)

730.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[elshiko's solution](#)

731.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[elshiko's solution](#)

732.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, trees

[elshiko's solution](#)

733.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: bitmasks, trees

[elshiko's solution](#)

734.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[elshiko's solution](#)

735.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[elshiko's solution](#)

736.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy

[elshiko's solution](#)

737.

724D

[Dense Subsequence](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[elshiko's solution](#)

738.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees
[elshiko's solution](#)

739.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers
[elshiko's solution](#)

740.

708B

[Recover the String](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[elshiko's solution](#)

741.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: math
[elshiko's solution](#)

742.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math
[elshiko's solution](#)

743.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp
[elshiko's solution](#)

744.

682D

[Alyona and Strings](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings
[elshiko's solution](#)

745.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths
[elshiko's solution](#)

746.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2015-12-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu
[elshiko's solution](#)

747.

583D

[Once Again...](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[elshiko's solution](#)

748.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[elshiko's solution](#)

749.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[elshiko's solution](#)

750.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[elshiko's solution](#)

751.

548D

[Mike and Feet](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-06-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[elshiko's solution](#)

752.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[elshiko's solution](#)

753.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[elshiko's solution](#)

754.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-05-18 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[elshiko's solution](#)

755.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: dp, probabilities

[elshiko's solution](#)

756.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: binary search

[elshiko's solution](#)

757.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dp, math
[elshiko's solution](#)

758.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2015-02-04 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory
[elshiko's solution](#)

759.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: dfs and similar, dp, two pointers
[elshiko's solution](#)

760.

476D

[Dreamoon and Sets](#) · [Tutorial](#)

Quality: 5,034 global accepts · Rating: 1900 · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math
[elshiko's solution](#)

761.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: combinatorics, dp
[elshiko's solution](#)

762.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, shortest paths, trees
[elshiko's solution](#)

763.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2014-09-04 · GNU C++0x (first AC) · Tags: divide and conquer, dp, greedy
[elshiko's solution](#)

764.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2014-09-03 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, implementation
[elshiko's solution](#)

765.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2014-08-31 · GNU C++0x (first AC) · Tags: greedy, hashing, implementation
[elshiko's solution](#)

766.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, math
[elshiko's solution](#)

767.

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-12 · GNU C++0x (first AC) · Tags: dp, games, strings
[elshiko's solution](#)

768.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: greedy

[elshiko's solution](#)

769.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,467 global accepts · Rating: 1900 · first AC: 2014-03-19 · GNU C++0x (first AC) · Tags: dp, implementation

[elshiko's solution](#)

770.

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[elshiko's solution](#)

771.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2013-09-10 · GNU C++ (first AC) · Tags: geometry

[elshiko's solution](#)

772.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2013-07-05 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[elshiko's solution](#)

773.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: combinatorics, dp

[elshiko's solution](#)

774.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: dp

[elshiko's solution](#)

775.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[elshiko's solution](#)

776.

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[elshiko's solution](#)

777.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[elshiko's solution](#)

778.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[elshiko's solution](#)

779.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[elshiko's solution](#)

780.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2016-09-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, math, two pointers
[elshiko's solution](#)

781.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices
[elshiko's solution](#)

782.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[elshiko's solution](#)

783.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths
[elshiko's solution](#)

784.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings
[elshiko's solution](#)

785.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: dp, matrices
[elshiko's solution](#)

786.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: math, number theory
[elshiko's solution](#)

787.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees
[elshiko's solution](#)

788.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers
[elshiko's solution](#)

789.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: brute force, dp

[elshiko's solution](#)

790.

556D

[Case of Fugitive](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[elshiko's solution](#)

791.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[elshiko's solution](#)

792.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[elshiko's solution](#)

793.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: dfs and similar

[elshiko's solution](#)

794.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

795.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures

[elshiko's solution](#)

796.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[elshiko's solution](#)

797.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: math, strings

[elshiko's solution](#)

798.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-02-23 · GNU C++0x (first AC) · Tags: dp, greedy, implementation

[elshiko's solution](#)

799.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: binary search, data structures, two pointers

[elshiko's solution](#)

800.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing,

string suffix structures, strings

[elshiko's solution](#)

801.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: math

[elshiko's solution](#)

802.

465D

[Restore Cube](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-11-04 · GNU C++0x (first AC) · Tags: brute force

[elshiko's solution](#)

803.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2014-10-27 · GNU C++0x (first AC) · Tags: brute force, math

[elshiko's solution](#)

804.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[elshiko's solution](#)

805.

462D

[Appleman and Tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-08-28 · GNU C++0x (first AC) · Tags: dp, graphs

[elshiko's solution](#)

806.

450D

[Jzzhu and Cities](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths

[elshiko's solution](#)

807.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: math

[elshiko's solution](#)

808.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2014-05-15 · GNU C++0x (first AC) · Tags: dp, string suffix structures, strings, two pointers

[elshiko's solution](#)

809.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-14 · GNU C++0x (first AC) · Tags: greedy, implementation, math, ternary search

[elshiko's solution](#)

810.

401D

[Roman and Numbers](#) · [Tutorial](#)

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2014-03-24 · GNU C++0x (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[elshiko's solution](#)

811.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2014-03-24 · GNU C++0x (first AC) · Tags: bitmasks, dp
[elshiko's solution](#)

812.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[elshiko's solution](#)

813.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory
[elshiko's solution](#)

814.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-09-25 · GNU C++11 (first AC) · Tags: constructive algorithms
[elshiko's solution](#)

815.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: data structures, graphs
[elshiko's solution](#)

816.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings
[elshiko's solution](#)

817.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[elshiko's solution](#)

818.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[elshiko's solution](#)

819.

552E

[Vanya and Brackets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings
[elshiko's solution](#)

820.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math
[elshiko's solution](#)

821.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: combinatorics, dp
[elshiko's solution](#)

822.

530H

[Points in triangle](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2100 · first AC: 2015-03-29 · Picat (first AC) · Tags: *special, geometry
[elshiko's solution](#)

823.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle
[elshiko's solution](#)

824.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: greedy
[elshiko's solution](#)

825.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2015-02-26 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[elshiko's solution](#)

826.

466D

[Increase Sequence](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-10-27 · GNU C++0x (first AC) · Tags: combinatorics, dp
[elshiko's solution](#)

827.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2014-05-23 · GNU C++0x (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math
[elshiko's solution](#)

828.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-09 · GNU C++0x (first AC) · Tags: combinatorics, divide and conquer
[elshiko's solution](#)

829.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2013-12-12 · GNU C++0x (first AC) · Tags: geometry, math
[elshiko's solution](#)

830.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, games
[elshiko's solution](#)

831.

773C

[Prairie Partition](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math
[elshiko's solution](#)

832.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[elshiko's solution](#)

833.

714D

[Searching Rectangles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, interactive

[elshiko's solution](#)

834.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[elshiko's solution](#)

835.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[elshiko's solution](#)

836.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[elshiko's solution](#)

837.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[elshiko's solution](#)

838.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: binary search, greedy

[elshiko's solution](#)

839.

548C

[Mike and Frog](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-06-10 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[elshiko's solution](#)

840.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[elshiko's solution](#)

841.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[elshiko's solution](#)

842.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-02-26 · GNU C++0x (first AC) · Tags: dp, implementation

[elshiko's solution](#)

843.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-09-05 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[elshiko's solution](#)

844.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2014-05-13 · GNU C++0x (first AC) · Tags: dp, string suffix structures, strings

[elshiko's solution](#)

845.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2200 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: data structures

[elshiko's solution](#)

846.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[elshiko's solution](#)

847.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[elshiko's solution](#)

848.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[elshiko's solution](#)

849.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[elshiko's solution](#)

850.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: geometry, sortings

[elshiko's solution](#)

851.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: combinatorics, dp

[elshiko's solution](#)

852.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[elshiko's solution](#)

853.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[elshiko's solution](#)

854.

548E

[Mike and Foam](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[elshiko's solution](#)

855.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2014-08-21 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, math

[elshiko's solution](#)

856.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2014-05-19 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[elshiko's solution](#)

857.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-03-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[elshiko's solution](#)

858.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[elshiko's solution](#)

859.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[elshiko's solution](#)

860.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[elshiko's solution](#)

861.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: math

[elshiko's solution](#)

862.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[elshiko's solution](#)

863.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[elshiko's solution](#)

864.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: geometry
[elshiko's solution](#)

865.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: number theory
[elshiko's solution](#)

866.

583E

[Superior Periodic Subarrays](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: number theory
[elshiko's solution](#)

867.

84E

[Track](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, shortest paths
[elshiko's solution](#)

868.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[elshiko's solution](#)

869.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: dp
[elshiko's solution](#)

870.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: dp, trees
[elshiko's solution](#)

871.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: data structures
[elshiko's solution](#)

872.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, games
[elshiko's solution](#)

873.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-16 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings
[elshiko's solution](#)

874.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2500 · first AC: 2016-06-16 · GNU C++11 (first AC) · Tags: geometry, sortings

[elshiko's solution](#)

875.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2016-06-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[elshiko's solution](#)

876.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: data structures, greedy

[elshiko's solution](#)

877.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[elshiko's solution](#)

878.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[elshiko's solution](#)

879.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: implementation, math

[elshiko's solution](#)

880.

493E

[Vasya and Polynomial](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: math

[elshiko's solution](#)

881.

792F

[Mages and Monsters](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3100 · first AC: 2017-04-04 · GNU C++11 (first AC) · Tags: data structures, geometry

[elshiko's solution](#)

882.

101588G

[A&D B C ;DÄ=C O CöCD,,:C](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

883.

101588F

[AÄDö@ C,,FC C,,:C](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

884.

101588E

[AÄD B C, 8 Cö0D >C`L](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

885.

101588C

[A000aC€](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

886.

101588B

[A00DibDô=D](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

887.

101588A

[AÀ>DgACα>C' 1Cä9](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

888.

101551C

[Aô@CäBCä; <<B CCD=Cä3Cä 4CÔO>>](#)

Rating: — · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

889.

101551B

[AliKingspress](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

890.

101551A

[AFC004=D\\$K](#)

Rating: — · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

891.

101551D

[AFC004=CÄ=Cä3Cä7C 4C GCÔ>D BDÀ](#)

Rating: — · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

892.

101551E

[B·001G,5CÔ8CR =C ?C @D°](#)

Rating: — · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

893.

101551G

[A0;0T5D C,,=C4ACÄ0CÔ>C](#)

Rating: — · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

894.

101078F

[Maze Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

895.

101078J

[Wrong Answer](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

896.

101078G

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

897.

101078B

[Top 2000](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

898.

101078C

[The Twin Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

899.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

900.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

901.

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

902.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

903.

100800J

[Jelly Raid](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

904.

100800E

[Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

905.

100800A

[Aqueduct Construction](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

906.

100800G

[Drink Responsibly](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

907.

100800M

[Milestone Counter](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

908.

100800I

[Nimionese](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

909.

100800H

[Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

910.

100800B

[Mountain Biking](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

911.

100800C

[Conversation Log](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

912.

100812G

[Short Path](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

913.

100812L

[Knights without Fear and Reproach](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

914.

100812B

[Set of Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

915.

100812F

[Graveyard of Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

916.

100812J

[Feeling of Comradeship](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

917.

100812D

[Dream of Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

918.

100812E

[World of Knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

919.

100812I

[Dragon Delivers](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

920.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

921.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

922.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

923.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

924.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

925.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

926.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

927.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

928.

100251G

[A5D15 K](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

929.

100251D

[A\\$DCA?C,,@D :C,,9 C 0D :CTBC >C°](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

930.

100251C

[BIBCT=C,,5](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

931.

100251A

[A00Cä0CD5C08CP](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

932.

100251F

[AÄ>DfW C\\$0CÄ?C,,@C](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

933.

100251H

[AÄ0048Dt5D :C,,5 D BCT@Cd=C€](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

934.

100251B

[B D C,4C =C,,5](#)

Rating: — · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

935.

100401C

[A\\$701=CÄ](#)

Rating: — · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

936.

100401B

[B >D D D4GC,,;C,,ADÄö](#)

Rating: — · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

937.

100401A

[B.;D4GC 9 D 8C4@Cä9](#)

Rating: — · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

938.

100168R

[Aö@C,ja C 4C `5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7CαC](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

939.

100168Q

[Aö@C,ja C 4C `5Cd=CäAD\\$L D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

940.

100168S

[Aö>Dö>Dd5CÔ8CR BCäGCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

941.

100168I

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

942.

100168H

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

943.

100168N

[B4@C2CÔ5CÔ8CR ?D OCÄ>C' ”•](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

944.

100168M

[B4@C2CÔ5CÔ8CR ?D OCÄ>C' •](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

945.

100168G

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

946.

100168P

[Aö@CjC 4C`5Cd=CäAD\\$L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

947.

100168F

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C•](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

948.

100168L

[ADjCjC 2CT:D\\$>D 0](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

949.

100168C

[Aö;Cäi0 4DÄ <CÔ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

950.

100168D

[Aö;Cäi0 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —

[elshiko's solution](#)

951.

100168B

[B43Cä;CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

952.

100168A

[A63C0D =D`9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

953.

100249D

[B0r0CÄ5CĐ](#)

Rating: — · first AC: 2015-05-29 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

954.

100249B

[A10Cä@CäA C,,7CÄ5CÔ5CÔ8Dò =C >D\\$@CT7C#5](#)

Rating: — · first AC: 2015-05-29 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

955.

100249A

[B.CCÄiC =C >D\\$@CT7C#5](#)

Rating: — · first AC: 2015-05-29 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

956.

100493F

[A7@CäBC,,2CäAD\\$>Dò=C,,5](#)

Rating: — · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

957.

100493A

[A`N08CÄKCR GC,,AC`0](#)

Rating: — · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

958.

100493H

[A5D5CD0D:t0 D >Cä1D`5CÔ8Dö](#)

Rating: — · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

959.

100493C

[AÖ0C#D 2 C @CÄ8Dà](#)

Rating: — · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

960.

100493D

[Aö@Cä1C`5CÄ0](#)

Rating: — · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

961.

100493G

[A,3D0!](#)

Rating: — · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

962.

100493I

[A@COTAD\\$8C#8-CÔ>C`8C#8](#)

Rating: — · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

963.

100493B

[A@D:6TBC>C°](#)

Rating: — · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

964.

100493E

[A#DraC`8](#)

Rating: — · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

965.

100504F

[B->D>GÄ0DT0 C, AD\\$5C`;C 6](#)

Rating: — · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

966.

100504A

[B B0T#C€](#)

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

967.

100504H

[AÔ5Dt5D\\$=Cä5 C,,;C, GCTBCÔ>CSö](#)

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

968.

100504D

[A@C 5C0](#)

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

969.

100504B

[A1500>CÀ](#)

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

970.

100504G

[A@C48CÔK](#)

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

971.

100504E

[A@C@D@t0](#)

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —
[elshiko's solution](#)

972.

100537I

[AD5Di5C\\$>](#)

Rating: — · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

973.

100537B

[B-BCT;C'0Cb A C=C,,3C <C€](#)

Rating: — · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

974.

100537H

[A,,3D0i0 > D BD >C=C•](#)

Rating: — · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

975.

100537D

[B4@Cä! DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

976.

100537F

[AD8CÄ0D 8 C=C>CÖAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

977.

100537C

[BT=Ci4C€](#)

Rating: — · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

978.

100537G

[A=C D i C CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

979.

100537E

[BD=CÄ0C, 7C =C,,<C BCT;DÄ=C O CÄ0D\\$5CÄ0D\\$8C=0](#)

Rating: — · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

980.

100537A

[A=C0C8D\\$0C°](#)

Rating: — · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

981.

399B

[Red and Blue Balls · Tutorial](#)

Quality: 1,883 global accepts · Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

982.

100459E

[Tetrahedron · Tutorial](#)

Rating: — · first AC: 2014-06-16 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

983.

100459C

[Intervals · Tutorial](#)

Rating: — · first AC: 2014-06-16 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

984.

100459B

[Science](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-16 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

985.

100459A

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-16 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

986.

100442D

[A@C,7D°](#)

Rating: — · first AC: 2014-05-26 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

987.

100442C

[A@D\\$@C, 3D 0D@](#)

Rating: — · first AC: 2014-05-26 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

988.

100442B

[A@C,3C <C€](#)

Rating: — · first AC: 2014-05-26 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

989.

100442A

[B\\$@C,CC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2014-05-26 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

990.

100436B

[Byteland Shamans](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-19 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

991.

100436E

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-19 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

992.

100436D

[After the Finals](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-19 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

993.

100436C

[Circles-2](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-19 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

994.

100436A

[Black moves first and...](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-19 · GNU C++0x (first AC) · Tags: —
[elshiko's solution](#)

995.

100437C

[A=FDos@L C, :Cä@Cä;CT2C](#)

Rating: — · first AC: 2014-05-18 · GNU C++0x (first AC) · Tags: —

[elshiko's solution](#)

996.

100437B

[B\\$0C@aC 4DÄ8](#)

Rating: — · first AC: 2014-05-18 · GNU C++0x (first AC) · Tags: —

[elshiko's solution](#)

997.

100437A

[A=FCÄ0CÔ4CÔ0Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2014-05-18 · GNU C++0x (first AC) · Tags: —

[elshiko's solution](#)

998.

100424C

[Aä+D00\\$=C O Ct0CD0Dt0 Cä =C 8C >C`LD,,5C' 2Cä7D 0D BC ND"5C' ?Cä4Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: —

[elshiko's solution](#)

999.

100424B

[B\\$0C@aCT@](#)

Rating: — · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: —

[elshiko's solution](#)

1000.

100424A

[A.TGD@!](#)

Rating: — · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: —

[elshiko's solution](#)

1001.

394D

[Physical Education and Buns](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[elshiko's solution](#)

1002.

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: brute force, implementation

[elshiko's solution](#)

1003.

394C

[Dominoes](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[elshiko's solution](#)

1004.

394B

[Very Beautiful Number](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: math

[elshiko's solution](#)

1005.

390D

[Inna and Sweet Matrix](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: constructive algorithms

[elshiko's solution](#)

1006.

390C

[Inna and Candy Boxes](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: data structures

[elshiko's solution](#)

1007.

390B

[Inna, Dima and Song](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: implementation

[elshiko's solution](#)

1008.

390A

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